SUC-SESSION

YOUR MAGAZINE FOR THE SINCLAIR SPECTRUM

- Spectrum35 in Cambridge
- The Vega+ Scandal
- News
- What other computers can (or can't) do
- 1. Spectrum – User - Meeting in Sonnenbühl
- And much more ...

ISSUE

74.

OF YOUR MAGAZINS

FOR SUBSCRIBERS WITH SCENE+ DISK AND TAP

THE NEWEST AND BEST PROGRAMS

DELIVERED DIRECTLY TO YOU

EDITORIAL

Dear SUC-Session readers,

I'd like to introduce myself:

Hello! I'm the new one!

My name is Joachim Geupel. Some will know me, many others will not.

I am at the tender age of 58 and since my ZX81 arrived as a kit, a disciple of Sir Clive Sinclair.

The ZX81 was my first real foray into computers. It was replaced by my first 16K ZX Spectrum six months later and I've been hooked ever since.

The SUC-Session, which I'll be managing from this issue, will be designed on my computer until further notice. All being well, it will stay that way for a while. The concept has not changed. My efforts are geared towards publishing more regularly. The goal is three to four issues a year. In addition, the booklet should be easy to read.

In this issue, the main burden was again borne by Thomas Eberle. Most of the articles are from him. He was really busy - as always.

I've done quite a few of these magazines throughout my career as a working person. Interestingly, the first of these was also a computer club magazine. The second project was the quarterly issue of an SF club, which I resided over for several years. I have experienced a lot. What emerges is that such a mag lives mainly from the contribution of the readers. It is not made by a few people but is made *by* fans and users *for* fans and users. Therefore, the call comes from me at the beginning: Participate! Write articles! Variety makes it!

In this sense… Have fun while reading.
We tried hard!

Best regards, Joachim Geupel

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IMPRINT

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Editor **SUC-Session74**:
Joachim Geupel & Thomas Eberle
Editor **SCENE+**: Mirko Seidel

Club manager:
Mirko Seidel, Adresse: Birkenweg 8
89197 Weidenstetten, Gemany
email: mirko.seidel1@gmail.com

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Thomas Eberle
Joachim Geupel
Mirko Seidel
Harald Lack
Lee Fogarty
Frank Boogaard
Tobias Fröschle
Gareth Perch

Thanks to all contributors.

READERS LETTERS

Hello, dear readers!

Once again, we received a few emails. There were more than the few printed here, but not all of them had widespread enough appeal. Of course, it is noticeable that we are becoming more and more international. Slowly but surely we will become an overarching community of Spectrum users from all over the world..

Gianni Sarti writes:

Thank you, Thomas, for your mail!

Well, I will try the magazine. I'm sure this is very interesting for me: I write, I try only for my terrible English, I need the help of Google Translator terrible! Or the help of my daughter - better, really - for understand English text.

So, for this reason I can t write a contribute readable, I'm sorry. This is not good for me who love your lands and dream to live in Scotland, I know, so maybe in future I try to make better my English and maybe I send some contributions about the fantastic Sinclair's creatures. :)

Even though, I would prefer the English people learn Italian language. :D :D

The German version of the magazine? Thanks but I prefer the Klingonian! :D Bye Thomas and good luck for the next show!

Gianni

In a nutshell, Gianni wants to try a subscription to the English edition, even if he prefers Italian. At least he can speak English better than German.

Welcome Gianni

Carlo Malantrucco

is a new reader from Italy:

Hi Thomas,

thanks for your quick and detailed infos. I'm really interested in subscribing your printed & disk magazine (Opus Discovery version), but I need to get answered a few questions:

1. *how many printed & disk magazine issues will I receive with a full subscription (€26)?*
2. *how many months between two issues?*
3. *subscribing printed version will I get PDF too?*
4. *how can you put the same contents inside +D (780 kb) and Opus (180 kb) disks?*
5. *subscribing by PayPal where I specify English printed version & Opus Discovery disk?*

By the way, perhaps your Opus Discovery subscribers could enjoy my full indexed and free downloadable Spectrum Discovery Club Newsletter PDF:

Https://www.emagsoftware.it/spectrum/Spectrum%20Discovery%20Club%20Newsletter%201-42%20(1987-1995).zip

If you have no problem, I would post your message to Italian ZX Spectrum Freelists mailing list:

https://www.freelists.org/archive/zxspectrum/

Ciao from Italy, Carlo

Carlo is interested in the magazine and he wants to know what he gets for a subscription. A full subscription for 26 euros includes three printed copies of the SUC-session and three issues of SCENE+ on a real floppy disk (in this case in Opus format 720k). You can also download the PDF and TAP issues. The three editions do not appear on a fixed date, we try to produce about three magazines in a year. The whole thing depends on two factors: the personal situation we have to invest time in the magazines and your contribution. Of course, the more articles the readers send in, the easier it is for us. Another factor may be how much is happening in the Spectrum world, but I'm less worried about that ... it happens so much ... Carlo also offers a download at the above address. These are the collected newsletters of the Spectrum Discovery Club. Very interesting reading for all Opus friends, unconditional download. In another email Carlo also reported on his former contact Manfred Nolten, he hoped to meet him in our club. He was also a member here over 20 years ago, but not anymore. Does anyone else possibly have contact?

Rob Uttley

would like the Scene+ on disk:

Hi Thomas!

I have a +3 with a 3" internal and 3.5" external drive - is there any chance you could put it on a 3.5" disk for me? Failing that, if the MB02 is physically 3.5" media then I'll take that and look into how I might read it further down the line :-) many many thanks!

Rob

Rob asks which floppy version to choose, because he has a Spectrum +3 with external 3.5 "drive. He wanted to take the MB02 version, but it is probably unrealistic that another system can read these disks. The +D version would be more appropriate, as there is +3 software to read +D disks. Unfortunately, I forget the name. Does anyone use this software and can help?

If you have a comment on our magazine or can answer a question here, don't hesitate, write to us!

By email :

thomas.eberle@sintech-shop.de

SPECTRUM NEXT- WHAT'S NEXT

Hardly any project had the resonance to provoke our minds as the Spectrum Next. For those who do not know yet: The Spectrum Next is the next level of the Spectrum. Fully compatible with the other 48K and 128K devices, it already has a lot built in that would require additional interfaces on other Spectrums. So of course joystick connections, RGB, VGA and HDMI output, SD card slot, Wifi connectivity, Turbo Sound (3 AY Sound Chips), PS/2 Mouse Port, Real Time Clock and Accelerator Card. With full acceleration, the Spectrum NEXT runs at 28 MHZ, which is 8 times faster than an original Spectrum. Thus, older programs can be accelerated, which of course is not recommended for every game. In addition to the Spectrum compatible mode, the Spectrum NEXT has even more to offer:

* new graphics mode with more colours and higher colour resolution (for example 256x192 pixels, each pixel a separate colour, 256 colours)
* Hardware Sprites
* New Z80 Opcodes
* Advanced BASIC

The Spectrum NEXT was set up as a crowdfunding Kickstarter; the device was introduced and as many as possible could participate as investors. Some donated, but most simply ordered a device, which is also a kind of investment. With a total investment of £ 250,000, it was promised that the device would become a reality. This goal was achieved after just one day, in the end

3113 supporters raised a total of £723,390. But that's not all: once it had been ensured that the Spectrum NEXT will be made, it also became possible to place proper orders, albeit at a price that is about 10% higher than for the backers. How many devices have been sold is unknown, but probably it will be about 5000. The number is therefore higher than the number of buyers, since many bought more than one device.

The devices are available in different versions. Roughly it starts with the pure board, fully equipped and for self-installation in a housing. The next step is a Spectrum NEXT complete in a housing, with or without acceleration card.

The Spectrum NEXT boards should have been delivered in August 2017. But since it took longer to get the enormous amount of components, they were delivered in December. On the Internet there are pictures of the production of the boards. The production of the housing is to run completely independently. Despite the delay of the boards, they wanted to deliver the devices with housing in January, but now this has been delayed until April. In addition, software production is in full swing. Numerous authors of Spectrum games have already dedicated themselves to the cause, some are even now completely motivated to write new

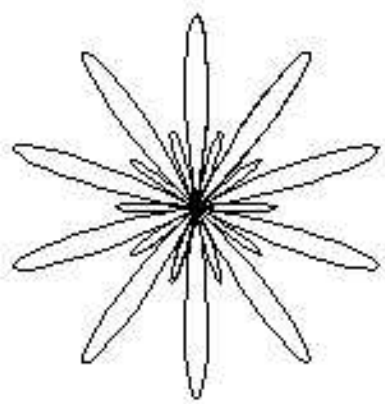
games years or even decades after their last game. In addition to games, graphics tools, sound tools or operating systems have are also being designed. There will be plenty of choice right at the start.

Everything is waiting for the first Spectrum Next to be delivered.

The Spectrum Next is currently sold out. It's not clear whether it will become available for purchase, but quite conceivable. We'll just have to wait and see.

BASIC GIMMICK 1

```
 10 INPUT "k1=";k1
 20 INPUT "k2=";k2
 30 DEF FN r(q)=COS (k1*SIN (k2*q))
 40 CLS
 50 LET a=0.1: LET s=75: LET w=0
 60 FOR i=0 TO 45 STEP a
 70 LET t=i/(2*PI)
 80 LET x=FN r(t)*SIN t
 90 LET y=FN r(t)*COS t
100 LET y=INT (y*s): LET x=INT (x*s)
110 IF i=0 THEN PLOT x+125,y+85: GO TO 130
120 DRAW x-xa,y-ya
130 LET xa=x: LET ya=y
140 NEXT i
```



Happy hacking!

1. ZX SPECTRUM MEETING IN SONNENBÜHL

After I announced last year that I would organize a Spectrum Event in Sonnenbühl it is finally happening.

I have arranged space in the community center, so if there are no roadblocks, broken bones, broken computers or Tsunamis, which tend to be rather rare around here, we can get it going:

Hereby I invite you all to the

1. Spectrum Meeting in Sonnenbühl.

The meeting will not be 100% about the ZX Spectrum, but it will be the main focus point. You can, and are encouraged, to bring Computer Rarities that, while in your home stand alone (in a corner, crying silently). It would make me happy!

About the area:

Willmandingen is a district of Sonnenbühl and is located on Albtrauf, above Reutlingen. Sonnenbühl prides itself on being the place with the third most sunny days of the year. Nevertheless, Germany is each and every season repeatedly scared by reports that the next ice age has broken out.

This is not true. The weather station producing these messages is situated in a permafrost area, which is located in a depression surrounded by hills and forests. If you dig into the ground, you will find, in the summer, ice at 30 cm down. If it is around 30 °C, the temperature there rises to just 15 °C. In the winter when it is 4 °C everywhere, 20 °C in this hole. So there is no danger of frostbite or other cold damage, if you avoid this cold spot.

The place is steeped in history. A whole lot of people have stumbled around here, starting in the Stone Age; malicious people claim that nothing has changed; Bronze Age Celts, Romans, Alemanni, etc. The population was decimated in the 30-year war except for a few inhabitants. Napoleon was later recognized as a danger -even though he

never came here, the ramparts that were built against him are still standing – real lazyness!
I introduced the area on my website a few years ago. If you are interested, you will find a lot of information about the history and geology of the place.
The link: *http://www.Joggysite.de*
On Google Maps you can find the location, meaning the community center and the surrounding area:
https://www.google.de/maps/@48.3803535,9.1527431,123m/data=!3m1!1e3

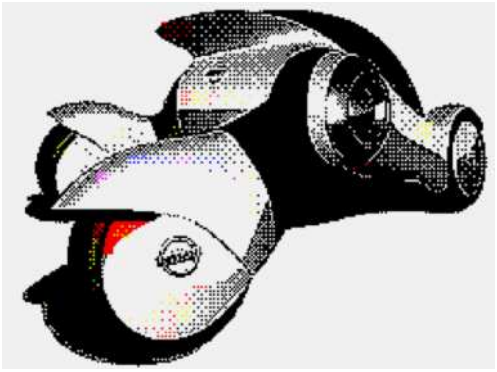
In the event of sudden deaths, I mean, if one of the computers should die: spiritual assistance is provided. A Protestant Pastor lives next to the Community Centre ...
The registration takes place in the usual way via Doddle. You can also come without having registered ...
Come in droves! I look forward to seeing you all!
Greetings,
Joachim Geupel

HOW THE VEGA+ DIVIDED THE SPECTRUM WORLD

The Spectrum world was beautiful, it always felt friendly. It's still the case for the most part, but there are strong disruptions and, as always, it's about money ... a lot of money. The following is a first-rate detective story and part of a police investigation. Much of what I know, I can not or should not divulge at this time, so I present it accordingly. It is important that you simply ask the right questions.
Mirko always says, with each conflict, you have to think about who benefits from it. In most wars in the world you always come quickly to the polluters and warmongers. The comparison does not seem so far fetched, because it is really partly about life and death, affecting not only those involved but also their friends, life partner, family. The criminal energy is definitely new to the Spectrum scene.

The official version, so far all sides agree: The Vega is an idea of Chris Smith. He introduced me to his idea in 2012, but I advised against it, I could not imagine a Spectrum-games-console being successful. Here I was wrong, but personally I still think that the Spectrum is just not the best console for games. However, he found other interested partners in the form of Paul Andrews (marketing), Sir Clive Sinclair (he offers the name) and David Ledbury (he has the network and experience). The four founded "Retro Computers Limited" and started a successful crowdfunding campaign. The interest was there, the financing ensured, the VEGA came. Quickly everyone found their role; Chris Smith as chief developer, Paul Andrews mediates the marketing to a friend with whom he already has other businesses, Nick Cooper with the company Cornerstone Media.

This is where the dodgy shops begin, and after the successful launch of VEGA, Chris Smith is planning a C-64 based device, the C-64 Mini, with Paul Andrews and Nick Cooper. David Ledbury is also enthusiastic, in addition to the planned VEGA+ there would then be another device in the list of offers, which looks promising. Whether planned from the outset or spontaneous, David Ledbury is told that he is not on this project. Imagine, then, at Daimler Benz, a new electric car is planned by the chief engineer and then this engineer tells his employer that he wants to market the car with VW. What would happen there? Whatever happens, both Chris Smith and Paul Andrews are relieved of their posts, but of course remain part of the company, and there have been all kinds of verbal skirmishes between the former RCL members. I do not doubt that threats like "I'm going to destroy you," etc. are also made, no matter which side. Here one also sees a certain lack of professionalism, where the departing managing directors allegedly took all kinds of documents. Whether they did is hard to prove, but everyone can form their own ideas of what's coming next.



Shortly after leaving Chris Smith and Paul Andrews, RCL's website suddenly displayed Paul Andrews shop selling books. Not a word about the Vega or Retro Computers Limited. Because the website had once ordered Paul Andrews and therefore the control over it. Because this website is now the website of the "Vega + haters" www.retro-computers.co.uk, RCL had no choice but to take a different web address - today it is www.retrocomputerslimited.com. The content of the website was also lost, but could be restored (although databases had disappeared). This is the first negative aspect of Paul Andrews involvement, he could have sold the website for a profit, instead he tried to disrupt the business of the company in which he is involved. But this goes even further, the company Cornerstone Media, his friend Nick Cooper, refused to pass on the proceeds from the VEGA sales to RCL, allegedly because they have no rights to the device. A court decides that this reluctance is illegal, but when they then wanted to collect the money, it no longer exists - no more money, Cornerstone Media is bankrupt. The former owner of Cornerstone is therefore prosecuted and taken personally in liability, for him it ended in private bankruptcy. The withheld money from at least 5,000 VEGA + devices sold has simply disappeared. More about that later. RCL continued to defend the company against all slander and attacks, most of the proceedings are still ongoing. It is very clear, for all parties it is no longer just about the VEGA +, it is about injured pride and a lot of money. How much money will be aware later, following unconfirmed rumors, Cornerstone Media had, in addition to the money for about 5,000 units sold, ordered about 30,000 devices directly from the manufacturing company SMC, the whole without knowledge of RCL. These devices are said to have been sold and it quickly becomes clear that this is a value of several million, to which RCL would have been cheated if this proves true. Of course I am not involved in this ongoing investigation. Even without these 30,000 devices the whole thing is already a lot, but knowing that it is about millions, makes even more sense of the whole thing, which was subsequently held the dispute not only among the divorced business partners. Lee Fogarty, who had saved RCL's website, was attacked in various forums and his girlfriend was threatened. Preston Thomas supported the RCL site with his Facebook group, but he withdrew after he and his wife were harassed. Sir Clive Sinclair was harassed while getting out of the car at a friend's country estate and of course David Ledbury, his children and even his wife, who had been divorced for 27 years, were also harassed. The harassment is indicated but unproven, so now we continue with my own experience: I entered the stage naively, believing all is a simple argument. I did not pay much interest to

that. When I suggested the Spectrum35 show for the first time, I received a message asking whether Lee Fogarty would take over the show. I decided that helping with the cause was a good idea, and contacted Lee himself about how far his plans are. In fact, we teamed up and for my first impression, this was a disaster; I was bombarded with messages to immediately part with Lee saying he was going to ruin the event. In fact, I still thought "Oh, huh, what have you done?", But it quickly became clear that there were only a few who bombarded me, but Lee had unceremoniously founded a Spectrum35 group with 200 supporters on Facebook. This showed me that there are more neutral / supporters, than on the other side. The nine people I know by name claim to be the voice of the 4500 VEGA + Backer and to fight for their interests. The above steps of Paul Andrews and Nick Cooper show that this is not the case, but rather the sabotage of the project here. Paul Andrews repeatedly states that he is an owner of RCL and can not be interested in destroying the company. But a look at his partnership, however, shows that his investment amounts to 25 pence, not even 30 Cents. So he does not lose a lot, but when RCL goes bankrupt he certainly has the opportunity to make VEGA + a reality with his new partners. Whether there are the millions from the alleged further VEGA sales or not, it would be at least then another reason. As I said, here are the investigations, but I'm not involved here; since nobody knows where the millions are, of course I also do not know. But in two forums controlled by Paul Andrews, I asked the simple question, "If Cornerstone has withheld the money for RCL and is being forced by the courts to pay the money, but there is no money left, where is it?" For this question I was banished from both forums and further attacked. Whereas the other side of RCL never wrote to me to stir or threaten me. Personally, I was already threatened that my company would soon go bankrupt, which ultimately led me to go on the counter-offensive to share my knowledge. Anyone who buys a C-64 Mini should know whom to support with it. Everyone can get their own picture: just go to the Spectrum group "Spectrum for everyone" in Facebook and ask the simple question ... where is the money. The question is legitimate, but not the ban you will then receive. There were regimes in Germany that did not allow critical questions. Nobody needs that.

Update: In the meantime RCL has released documents that prove what I've already explained here. I had no doubt about it, but the proof is welcome.

Statement from Lee Fogarty, Oct 16, 2017

This is a personal statement regarding Sir Clive Sinclair's company, Retro Computers Limited (RCL) and my association with the Vega+ and the continued delays.

I was not involved in this project at the beginning, and read about the project as an independent fan of the Spectrum. I was impressed that it was so much more than the original Vega, and a project worth backing.

On 21 May 16, I contacted RCL offering my assistance, as it was clear they were having some difficulty with their website following the departure of Paul Andrews and Chris Smith. I had never had any contact with these people prior to this time. I was put onto Suzanne Martin who informed me that the website had been taken down and a backup posted on DVD for recovery, but the company trying to restore the website had problems with it being sabotaged. That evening was spent recovering the archive.org backup to get the site back online.

When I received the files for full recovery via dropbox, it was clear the website had been sabotaged. This was quickly rectified and the website restored. The process from receiving these files to full restoration took 4hrs.

There was also a 2nd website, and when I received the files for that via dropbox, there was no database included.

On the same day the RCL website went back online, I became a target for a coordinated, sustained abuse campaign. This has been ongoing now for 18 months, apparently because of the help that I've given to RCL to help them to get closer to releasing the Vega+, which is all I cared about. This has now escalated and has recently involved my family and friends. My partner has also had her address posted online with calls for people to contact her to receive refunds for a product and company she has nothing to do with. She has also had her business social media accounts trolled, had items posted to her address and her car damaged.

Despite the abuse, I continued to offer support and advice to RCL.

On 20 Oct 16, at the SMS factory in Beeston, RCL had their Vega+ launch party. It was announced at the party that full manufacturing would commence "within weeks" and the Vega+ would be in shops by Christmas.

Prior to the launch party I was aware that due to contractual issues, Private Planet had undertaken to re-write the firmware from scratch. This concerned me, as I know it takes a lot of experience with the machine you are emulating in order to emulate it, and it's not a quick process to produce an emulator, and my opinion was that an existing emulator author should be contacted to request licensing.

I was pleasantly surprised at the launch party to see working units, and it showed progress. However, during a conversation with the developer, it transpired that he was using the open source emulator FUSE. I expressed concern that FUSE was being used and nobody from that development team had been approached as I felt the authors of FUSE should have been aware, and I was concerned that with the amount of online abuse, that the team should be given the chance to prepare for the same level. I was told that there was no obligation to inform the FUSE team due to the license – this is true, but not in my opinion the way to endear the community you are trying to sell a product to. It would also have been wise from a development point of view to have contact with the authors to aid with ironing out any issues.

It was also very clear that the software was unfinished – a lot of features were missing or didn't work. However, these were minor issues easily fixed.

Over the following months, there were several conversations regarding the use of FUSE and keeping the team in the dark. I was feeling increasingly uncomfortable with the FUSE developers being kept in the dark about it being used to power the Vega+ and so contacted the team myself to inform

them, and that they needed to prepare for the abuse when it was finally announced. Rightly or wrongly, I made that decision alone and with no authorisation from RCL. This gave the FUSE team plenty of time to prepare their statement when it was announced.

Over time, there were many disagreements with the way the project was being handled, and in particular updating backers with issues as well as progress – my opinion is and always was that they funded this project and deserve to be part of the journey. Of course, the final decision is always with the MD as to whether advice is followed or not.

On 8 April 17, there was an event in Nottingham. I had pre-arranged with the organisers that they would receive a working Vega+ as a thank-you for their dedication to the Sinclair brand for 35yrs, and in addition they were members of the launch party that were promised units, so it was an ideal opportunity to hand over. Due to a mix-up with times, the unit was handed over later than intended.

It was also arranged that some pre-selected testers from the community would also receive units. RCL was to be represented by Suzanne Martin and she would be available to demonstrate the units and answer any questions or concerns. Unfortunately, before the event started, Suzanne was called away and I was left to face backers and answer questions based on what information had been given to me by Suzanne. Again, it was with assurances that the units were about to be manufactured.

During testing, it became very clear that this wasn't a product that met my expectations, and any reviews of the product would be devastating. There were hardware issues ranging from annoying to serious. One example is that every tester lost their SD cards inside the units and had to take them apart to get them out. Once the cards are inserted properly, they are very difficult to remove as the SD card slot isn't spring loaded as you would expect with new hardware.

The most serious concern however was the state of the software. Nothing had been done in the months from October to April. It was also very clear at this point that CTO Janko had no involvement in the production.

There began a flurry of emails with bugs, and no coordination of the testing process, so I took over to organise testing.

The organisation went well, however the replies from Private Planet were either condescending or completely wrong. For example, I was told one of the advertised features – ULA+ was impossible to install due to framebuffer issues. This is rubbish as there are other versions of FUSE with ULA+. My suspicion was that the menu was at fault and there are examples online of other menu solutions that could have been used. There is also a thriving online community that could have easily advised. Again, I pointed out there are many people in the Sinclair community that could have helped with these issues. Some issues came out of lack of knowledge of the machine (beeper and AY levels being wrong and making music sound incorrect can only be detected by seasoned Sinclair gamers).

We received a firmware update that we had assumed would be the start of bug fixes, however nothing was fixed, and new (non-working) features added. It was very clear that this software hadn't undergone basic checks prior to being sent out. It is also my suspicion that this was a previously written update many months old.

The issues ranged from minor quirks to severe “show stoppers”. Many of the advertised features didn't work – for example, TV out, Keyboard input, ULA+, etc.

Shortly after receiving the last bug report, we were all asked not to contact Private Planet any more and that they were working on the issues. That was the last contact we had with them, and no further updates were received.

At this point, it was clear there were serious issues with the company. The CTO (Janko Mrsic-Flogel) had gone missing leaving everything to a very non-technical Suzanne Martin. The amount of online abuse was building and getting a lot worse.

I had also spent the last 12 months asking repeatedly for backers to be updated properly. I was told that due to the amount of abusive emails received

with each update that it had to be planned for when the MD had time to filter the abuse next day. Given the abuse I was getting, I have no problem believing thousands of abusive emails were being sent weekly, and they increased after an update – mostly from the same few people. I had however several times offered to apply filters to the emails so the abuse could be ignored. It's a very simple task for anyone to do this themselves.

During the testing and following the replies from Private Planet, I suggested a unit be sent to one of my contacts to complete the work from Private Planet, and also compile it on-chip. The option was to use my Linux expert to complete the work from Private Planet, with support from myself for the specifics (he is also a Sinclair user so support would have been minimal), or start his work again as it was clear the installation process from Private Planet was wrong, or the 3rd option to use him to install Linux on chip, and send the source-code to a seasoned emulator author to complete. It was agreed that as a backup, this would be done. Neither party were contacted.

On 3 July 17, I contacted an emulator author that has experience with his own emulator and SOC installation. It was very obvious to me that he knows what he's doing, and he informed me that it would take around 12hrs after receiving the hardware to have a test version of the firmware produced.

Whilst this was going on, other members of the community were sourcing additional games for the Vega+ as some copyright holders had withdrawn their titles. I expressed many times concerns that the games needed videos for PEGI rating, would need testing, keymaps created, etc and time was running out for another deadline.

On request of RCL, I got a group together to sort these issues out, and discussions commenced around managing games testing and the other items needed, which would be managed by myself. To date, this testing hasn't started.

It was also pointed out to RCL that in order to test correctly, the new firmware needed to be installed on the units. To this date, not one single person has seen this firmware.

I met with RCL on 2 Oct 17. I was handed a 3D printed model of the new design, however there was nothing to convince me that this is a product about to be released in weeks.

During several conversations with Suzanne, the question of competition prizes was raised. It was agreed that 20 white units would be made with the World of Spectrum logo on, and boxes printed to match. This was a thank-you to the community that has supported this project, and kept Clive's legacy alive. There were also due to be 5 golden units for prizes and a prize draw at the Spectrum35 function.

In the meantime, both RCL and the ex-directors have engaged in a very public legal battle. In my opinion, these legal battles are diverting the attention of the RCL board from finishing the project and vastly delaying the backers getting their Vega+ units that they have paid for.

During statements, conversations with journalists, and several private conversations, I have always stated that if I thought for a second that the units weren't going to appear, I would be the first to shout about it. My entire motivation has been to help bring the Vega+ to the backers and retail. I have been paid a modest fee via my company for services, at a rate far less that I would normally charge, however the majority of my time has been for free for what could be a fantastic product.

It is of course entirely up to the Managing Director to follow or not follow any advice given, however due to my lack of confidence and my family being targetted, it is now time to end my association with the project.

To those that did target me and my family and friends, all I can say is shame on you for attacking anyone and everyone trying to help backers to get what they paid for.

This project deserves to succeed. It is a nice unit, and when it plays, it plays well.

I will not be replying to comments and would like to wish the project and RCL the best of luck in finally producing the ZX Spectrum Vega+.

New homepage for the Divide

Puff ... and it was gone. The official homepage for the Divide "http://baze.au.com/divide/" has unfortunately disappeared. Although information is of course also available on other sites, some fans (mainly ZOOm) thought, the Divide deserves a separate page - and here it is.

The content of http://baze.au.com/divide/ has been secured and transmitted here:

https://divide.speccy.cz

The page is to be further expanded as a starting point for all questions, schematics and 3D printing plans around the Divide

ZX-HD with its own page

Ben Versteeg has created a separate page for the interface distributed by him to collect all information. The ZX-HD is a direct HDMI interface to transfer the best possible picture via HDMI to the TV. The site contains information on history, technology, tips, the use of ULAplus and more. Just have a look:

www.bytedelight.com/?page_id=1800

ZX PRO HD

The Divide or DivMMC and ZX-HD can both be connected to the Spectrum at the same time. Nevertheless, there are again two interfaces that occupy the bus. What if the two could be in an interface? This consideration has Ben Versteeg made a survey. Still not sure if it will be built, but an interface with access to SD card, joystick ports and HDMI output sounds like a really great thing. What else should be in it? We will see...

https://www.facebook.com/bytedelight/posts/1677129662307395

Magazines and no end

A very big project was realized on WORLD OF SPECTRUM. Actually every imaginable magazine has been digitized and uploaded. Online you can browse through the magazines and if you think it's only about English magazines, I can tell you that there are also many international magazines from Germany, Netherlands, Spain, Italy... it even includes fanzines. Also, the SUC session is below, but the link does not work and we still have a few gigabytes to upload first.

Here is the link:

http://live.worldofspectrum.org/infoseek/magazines/

8-Bit-Magazine

A new magazine was born via Kickstarter and four issues have already been released. We have not looked at the magazine yet, but as the title suggests, it's about 8-bit computers, so Atari XL / XE, Commodore 64/128, C-16, VIC20, Amstrad CPC and of course the Spectrum (+ other 8 bits). The magazine can be purchased online here:

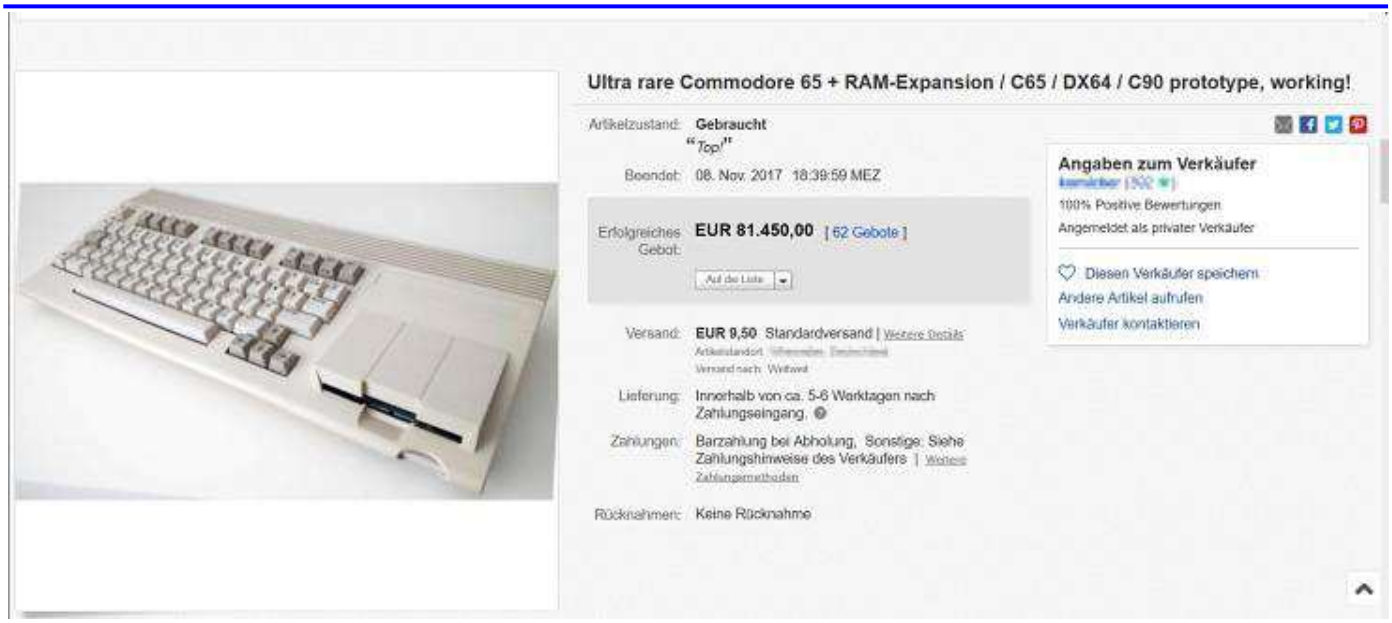
http://www.eightbitmagazine.com/store.php

NEXT Laptop

As the NEXT boards are now delivered, there is already a conversion, this time a laptop. The whole project is published on the Internet with detailed instructions. The case can be ordered at an online 3D printer, but the fun is not cheap, probably 400 euros would have to be invested, unless you have your own 3D printer. Here is the project:

http://www.dorchester3d.com/printing/blog/2018/01/zx-spectrum-next-laptop

RECENTLY ON EBAY ...



Some time ago, while browsing on eBay, I found an auction that aroused my curiosity. As a collector of old computers, preferably those of the 80s, focusing on Sinclair and Atari, the auction for a Commodore C65 caught my eye. So far, only the C64, the C128, the C16 and a few others from Commodore were known to me, but not the Commodore C65.

What caught my attention was the already very high bid of more than € 19,000 at the time, when the auction was only one day old.

So I followed the auction.

For information: The C65 was a prototype of a newly designed computer, which was planned as a successor to the C64. This was set but cancelled in favour of the Amiga. The RAM was 128kB, the processor should be a further development of the 6502, a CSG4510 with a clock frequency of 3.54 MHz, as well as a graphical improvement with a maximum of 256 colours. The six-voice sound was enhanced by two sound chips, which did not allow stereo because they were internally merged.

The device was internally equipped with a 3.5" floppy drive, up to seven (!) more drives could be connected externally. The storage capacity was 880kB. All in all, the idea behind it was quite innovative. But in order to make the Amiga in-house without competition, the project was discontinued.

When Commodore went bankrupt in 1994, all prototypes of the C65 were sold. These are invariably sought after rarities, especially since only 250 devices were built.

After seeing this award, I've been wondering if I've made a mistake, such a prototype turns out to be a real investment.

The auction of the Commodore ended at 81400 euros; the following auction of a second C65 was more than 20000 euros two days before the end. In case another such computer shows up: does anyone else have any money left?

Or does anyone still have a Sinclair Loki in a drawer?

Joachim Geupel

SPECTRUM 35 - THE SHOW THAT WILL BE REMEMBERED

Generally an organizer should not report on a show that he organized himself. On the other hand, I can give you an insight into the things behind the scenes that no one else has. So I'll try.

On the background: Back in 2010 I used an England trip to visit a retro festival that I had read about. I had great hope to see at least the one or other Spectrum, after all it was in England. It was the „Vintage Computer Festival" and was held in Bletchley, at the National Computer Museum. My expectations there were far exceeded. There were dealers, presentations of new releases (at that time the ULA book and Ethernet interface with Twitter) and lots of Spectrums in the exhibition. It showed me that there was potential for a pure Spectrum meeting. The idea was born - two years later I organized the Spectrum30 event in Cambridge for the Spectrum's 30th birthday. It was the biggest Spectrum event of the last 20 years (at least it was) until in 2017 the Spectrum celebrated its 35th birthday.

Thanks to the contacts and experiences already made, the event was not held again at Ruskin University. Although the Sinclair building is located on the university grounds and it has a giant auditorium for 400 visitors, it was also expensive and confusing; the meeting was spread over too many rooms. So I decided to collaborate with the Center for Computing History, a computer museum also located in Cambridge. Cambridge is not only the birthplace of Spectrum, but also the home of the UK computer industry in the form of "ARM Limited," a technology found in most smartphones.

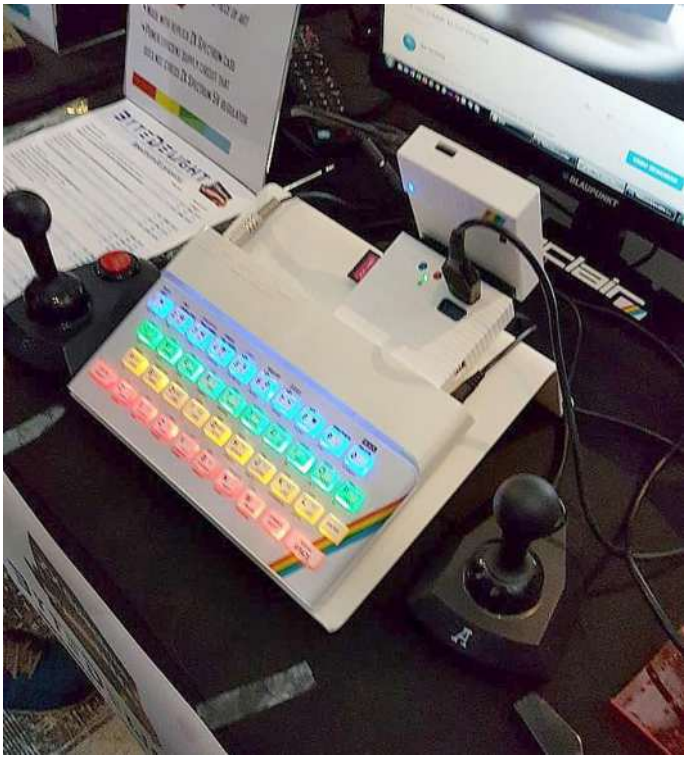
Not that this would affect a Spectrum meeting, but ARM does support the museum after all.

Our club leader Mirko and I travelled to Cambridge a few days earlier to prepare everything. So we were able to visit the museum before, and we have to say it is genuinely worth a trip. You'll find an area dedicated to computer engineering in general, as well as areas for home computers, consoles and also arcade machines. In most cases there is an additional exhibition, this month it was »Famous Women in Computing«. In a separate room called "classroom" lectures are held from time to time.

For our Spectrum event, we redesigned the large room. The women's computer exhibition had to move, as well as some more modern devices like the Playstation. In this area we built a ring for the dealers, some of them occupied the tables the day before.

On the remaining tables, a few additional Spectrum-sets of all types were built up. The museum still has an attic with several other devices. Despite all the persuasion, the employees were not ready to offer them for sale. What a pity.

The "classroom" was to be used for our lectures throughout the day and in the evening we planned to convert the large room with a stage for the main speakers.



The big day started a little earlier for us, final preparations had to be made before opening. The dealers were all there now. However, there was a problem as Simon Ullyatt of Cronosoft tried to attend the show with an Atari T-shirt. Finally, we closed one eye.

Outside, even before the official opening at 10 o'clock, a crowd of people was waiting... I have never experienced anything like this at a Spectrum meeting. You could almost believe the new iPhone would be sold here for the first time. At 10 o'clock the crowd came in, within half an hour the first 100 visitors were already inside. At 10:30, the event started traditionally (if you can speak of tradition at the 2nd meeting) with the "Hey Hey 16K" cult song by MJ Hibbett. Always a great start. It was deliberately planned to let all visitors arrive first, so the next point on the agenda was fixed to noon. From then one by one started a lot of discussions and presentations. Steven Goodwin showed his amusing contribution to the importance of archiving our programs, Urs König delighted visitors with artifacts from the Sinclair story, and the Oliver Twins showed the story of their software (no, not just Dizzy ...) with incredible charisma and enthusiasm.

Unfortunately, not everything went according to plan, the climax approached: Rick Dickinson re-

ported on the design development steps of the Spectrum Next. To bridge the gap while the stage was being set up, a video by Kevin Toms should be shown. However, this video was probably transmitted badly and everyone was so eager to get a seat in front of the stage that nobody got up to watch the video.

When it finally started, Rick Dickinson did not take the stage because he preferred to stand next to the stage. It was a pleasure to listen to him, because he was so much in the topic, that you could feel how much it was a matter of the heart. But the museum had to close at 8 pm and there should be another program point. So I had to interrupt Rick, which I really did not like doing. I think we would go on until midnight otherwise. The next point was also very special, it was the Software talk and again it was a lot about the Spectrum Next. With Jonathan Cauldwell, Jarrod Bentley and Jim Bagley, three programmers who stand for both the good old days and Spectrum Next projects. It was very moving when the three told about their lives and what the Spectrum means to them. This talk also had excess length, but it was very interesting. Nevertheless, the museum had to close but half an hour later than planned and all worked even longer into the night, so the next day, the museum operation could continue normally. Too short, and admittedly little prepared, came my final speech, that's why I want to thank again all who have helped: Mirko for the energetic support on the ground, Jason, Adrian and Jeremy from the Center for Computing History for cooperation, organization and technical support, the volunteers of the museum, all (free) helped. The speakers, without whom it would just have been a mere user meeting, MJ Hibbett, who has already pledged for the Spectrum40 and of course all the visitors who have shown me that it was the right decision. Summarized over the day, there were 200 visitors and thus far exceeded the Spectrum30. Also fantastic proof that the scene is alive ... and growing. There are rumors about a »SpectrumN36T« event. I can not confirm or deny this now ... At the moment I still process the Spectrum35. If you have not seen the Talks or want to see them again, you can use the museum's YouTube channel:

https: //www.youtube.com/channel/UCnw4p95EOWghQNP4vOv8VHw/videos

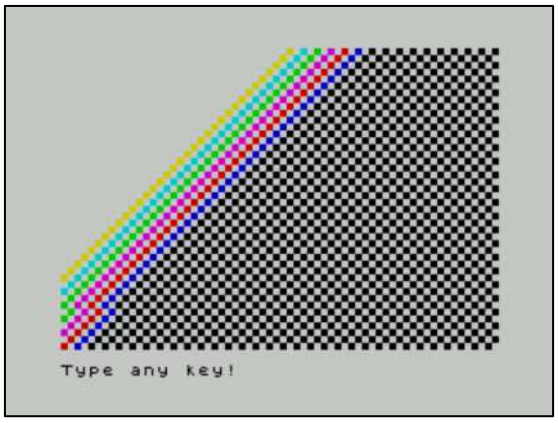
Thomas Eberle

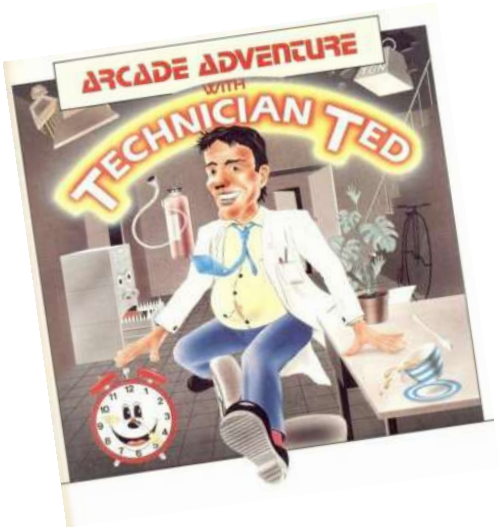
BASIC GIMMICK 2

I discovered this program on Facebook when I was rummaging around in one of the Spectrum groups. It dates from the 80s and was written by John Metcalf. Just type in and try.

The other CLS ***by John Metcalf***

```
 10 REM fade to white
 20 FOR a=65368 TO 65394
 30 READ b: POKE a,b
 40 NEXT a
 50 FOR a=0 TO 703
 60 PRINT CHR$ (137);
 70 NEXT a
 80 PRINT #0;"Type any key!"
 90 PAUSE 1000
100 RANDOMIZE USR 65368
110 STOP
120 DATA 17,255,90,26,254,63,200,33,223
130 DATA 90,1,224,2,118,237,184,75,9
140 DATA 237,184,26,254,63,137,18,24,229
```





There was a time when we were promised a robot in every household by the 1990s.
I'm still waiting for mine...

But the advertising in the computer magazines is still worth seeing, just for the sake of nostalgia.

This advert comes from Sinclair User 034, Jan 1985

BENCHMARK TESTS – WHAT OTHER COMPUTERS CAN DO...

Since 2013 I've collected and restored computers from the 80s. I started with the CPC464, the last acquisition was an Olivetti Prodest 128. The overwhelming majority of the computers are 8-bit computers, either those with Z80 processors, or computers whose core is a processor in MOS Technology, as 6500, 6502 etc.

Many of the computers were in a pitiful condition when they arrived at my place. Normally, the interior already begins to live and strives to establish its own civilization. The term »inner life« got a whole new meaning here. The housing has to be laboriously cleaned, often enough it is cleared and bleached in sunlight in hydrogen peroxide from the yellowing of decades. The electronics, most often the keyboard, are mostly broken, so I have to look for solutions to repair or replace them. Some of the computers are replicas and clones that work amazingly well.

When the computers start working again, I usually get over the play instinct and I program a few small applications to test them. My very first test program is a four-liner:

```
10 CLS
20 FOR N= 1 TO 20
30 PRINT N, SQR N
40 NEXT N
```

This four-liner already gives information about the speed and the accuracy of calculation or the number of decimal places.

And the speed, excluding that of the basic interpreter, is discussed here. In the Tlienhard forum (http://zx81.tlienhard.com/) a few months ago the ZX81 enthusiasts found a program that calculated primes in the number range up to 1000. I have adapted this program for each computer. Where it was possible without much effort, I have incorporated a time measurement of the calculation. Where it was not possible, I made a manual time measurement with the help of a solar cell and my oscilloscope.

The following listing is adapted to the ZX Spectrum 48, but also works with the other ZX models. The printout is not made on a ZX Printer, the emulator EmuZWin offers the possibility to save listings as a bitmap..

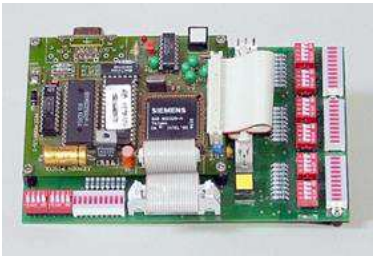
The program is based on the "sieve of Eratosthenes" by Bernd Bock. Lines 150, 230 and 250 in-

```
  1 REM Original-Programm von
  2 REM Bernd Bock
  3 REM
 10 BORDER 0: PAPER 0: INK 7: B
RIGHT 1: CLS
 20 PRINT "  Sieb des Eratosthen
es          "
 30 DIM p(1000)
 40 PRINT AT 2,0;"Feld wird ini
tialisiert:"
 50 FOR i=2 TO 1000
 60 LET p(i)=1
 70 PRINT AT 2,25;i
 80 NEXT i
 90 PRINT AT 2,30;"ok"
100 LET p(1)=0
110 PRINT AT 4,5; FLASH 1;" STA
RT! "; FLASH 0
120 PAUSE 50
130 CLS
140 PRINT AT 0,0;"Primzahlen we
rden berechnet"
150 POKE 23672,0: POKE 23673,0
160 LET s=(PEEK 23672+255*PEEK
23673)/50
170 FOR q=2 TO 32
180 IF p(q)=0 THEN GO TO 220
190 FOR i=q*q TO 1000 STEP q
200 LET p(i)=0
210 NEXT i
220 NEXT q
230 LET t=(PEEK 23672+255*PEEK
23673)/50
240 PRINT AT 2,0;"Fertig!"
250 PRINT AT 4,0;"Dauer: ";t-s;
" Sek."
260 PRINT #0;"Weiter mit Tasten
druck"
270 PAUSE 1000
280 CLS
290 LET c=0
300 FOR i=1 TO 1000
310 IF p(i)=0 THEN GO TO 390
320 IF c<8 THEN GO TO 350
330 PRINT
340 LET c=0
350 LET c=c+1
360 IF i<10 THEN PRINT " ";
370 IF i<100 THEN PRINT " ";
380 PRINT i;" ";
390 NEXT i
```

```
  2   3   5   7  11  13  17  19
 23  29  31  37  41  43  47  53
 59  61  67  71  73  79  83  89
 97 101 103 107 109 113 127 131
137 139 149 151 157 163 167 173
179 181 191 193 197 199 211 223
227 229 233 239 241 251 257 263
269 271 277 281 283 293 307 311
313 317 331 337 347 349 353 359
367 373 379 383 389 397 401 409
419 421 431 433 439 443 449 457
461 463 467 479 487 491 499 503
509 521 523 541 547 557 563 569
571 577 587 593 599 601 607 613
617 619 631 641 643 647 653 659
661 673 677 683 691 701 709 719
727 733 739 743 751 757 761 769
773 787 797 809 811 821 823 827
829 839 853 857 859 863 877 881
883 887 907 911 919 929 937 941
947 953 967 971 977 983 991 997
```

clude timing and evaluation.

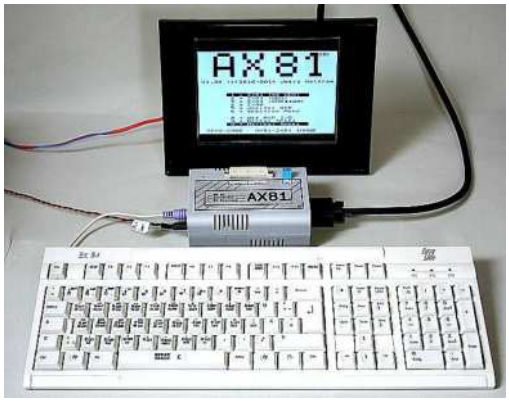
First off: The fastest of the 8-bit computers is the Atari 800XL with Turbo Basic, followed by my 80C535 development system. The third fastest computer is the CPC 6128 from Amstrad / Schneider. The Sinclair models including the clones are almost all found in the lower third. The following is a list of the most popular of the computers that had been sold and loved by their respective users in the 1980s. The list is sorted by processing speed.



80C535 development system

Atari 800 XL with Turbo-Basic	4.02 sec
80C535 development system	4.13 sec
Amstrad/Schneider CPC 6128	4.52 sec
Philips VG8010	7.02 sec
Philips VG8020	7.22 sec
Commodore C128D, C64 Mode	8.13 sec
ZX81 fast	8.28 sec
Commodore C64II	8.53 sec
Laser 210	9.24 sec
Acorn Electron	9.87 sec
Oric Atmos	10.08 sec
Commodore C128D, C128 Mode	10.98 sec
Atari 600 XL	11.84 sec
Atari 130 XE	11.84 sec
Atari 800 XL, Atari-Basic	12.32 sec
AX81 als ZX81, fast, full speed (*)	11.7 sec
ZX Spectrum 48	17.6 sec
Harlequin 48 (*)	17.8 sec
ZX Spectrum +3, ZXS48-Basic	18.9 sec
Harlequin 128, ZXs48-Basic (*)	18.9 sec
AX81 als ZX81, fast, normal (*)	19.4 sec
Harlequin 128, ZX128-Basic (*)	27.8 sec
AX81 als ZX81, slow, full speed (*)	40.2 sec
AX81 als ZX Spectrum 48 (*)	47.8 sec
ZX81, slow	53.6 sec
AX81, slow, normal (*)	64.8 sec

AX81 with PS2-Keyboard ans LCD-Display



The given stars (*) mean that these are clones, i.e. replicas. By comparison, I measured the processing times of two other computers with more modern and up-to-date processors. Everybody should form their own opinion, nevertheless, the charm of the old calculator is not lost.

Atari Mega4 STE, GFA-Basic 3.5	0.165 sec
PC, Quad-Core, 3.3MHz GFA 32	21.51 µs

Joachim Geupel

SOFTWARE 2016

We continue our series on new software from recent years. We'll cover 2016 this time, again a year with lots of new releases and not all of them have been featured in SCENE+ yet.

2016 will not go down as the best year in the Spectrum's history. The arrival of the Spectrum Vega marks some resurrected commercial interest in the Spectrum, but the more popularity a system has, the more people will start to make profit or gain some fame in the scene - often to the disadvantage of others.

This also affected the “recreated Spectrum” project, that annoyed quite a few people – even if it wasn’t about large sums of money, people were promised something for their software that was never kept. There are similar rumours on the Vega, but even in the Russian demo scene where money is not actually a topic, there is a lot of battling.

Very often this is about the lower-quality AAA demos that strike a lot of people and nobody really wants to have. But indeed: It is entirely irrelevant whether these demos are good or bad, no one is forced to watch them, any programmer should be allowed to publish whatever he likes.

There is some boiling in the Czech Republic as well, the scene is dividing into two factions: One that supports the Shucon around Jaxon Hollist, and another that wants to significantly change and improve this yearly meeting. Spain, Italy, Portugal, Poland, the Netherlands, and Germany have been spared from such quarrels so far.

GAMES

The way of the burgle (XFAWORLD Software)

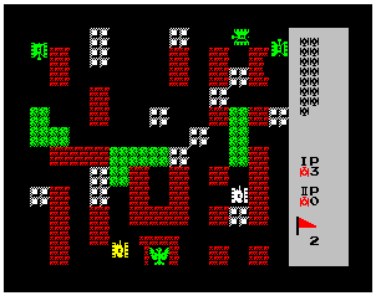
Let’s start with the unknown (to me) author named Thomas Small, who releases the fourth installment of his burglar series. The game is close to 10 years old, but was lost at some point in time. Recently, an incomplete, but fully playable version was resurrected.

As a burglar, you should empty all the houses and deposit the loot in a sack, which is being pushed around in the rooms. Once pushed, the sack will continue to move until it hits an obstacle. The aim of the game is to push the sack around the house in the correct order to collect all valuables. The game is simple, the beeper sounds a bit annoying. But, still a very nice idea. Some of the houses are still empty (remember, it is an incomplete version), but still the game is very playable.

Solar Gun (Jari Komppa)

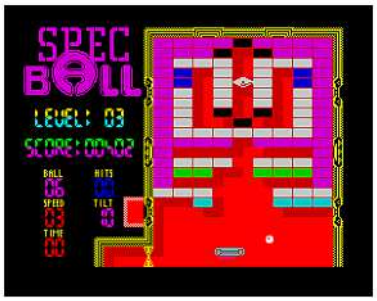
We don’t have Finnish games here often – it’s commonly known they have it a bit colder there and thus like to shoot around with solar weapons, though. Solar Gun is a delightful Space Shooter: There’s only one screen that acts as a stage for the small space ship, incoming asteroids must be shot down, but the weapon needs to recharge after every shot. You collect points by hitting items – We especially noticed the smooth movement, the background graphics, and the missing sound (except some blast noises). You’re not missing a lot by not playing it, but there are some moments of fun in this game.

Battle City (Epsilon)



This game was originally programmed in 1996 and is a clone of the NES game of the same name. Indeed, there's not much of a difference. The aim of the game is to annihilate the enemy tanks before you lose a live yourself or the flag is destroyed. You don't only receive a score for each hit, but can also collect some goodies from the screen like stars (faster or more powerful shots), grenades (destroys all enemies on the screen), a watch (freezes all enemies for a few seconds), a cloak (makes you invincible for a few seconds), a shovel (makes the wall around the flag indestructible) or a tank (gives you an extra life). You play the game alone or with two players against the computer. The graphics are rather simple, but sufficient. The sound is acceptable as well, there is no music during the game. The game is decent fun, control is exact and collision detection very precise. When advancing through the levels, the game constantly gets more difficult through added baddies and obstacles. A special bonus is the editor that can be used to create your own levels. Really nice game, also in two-player mode, sadly there aren't a lot of games playable in multiplayer co-op. So, well-made, overall.

Specball2016 (Zozosoft)

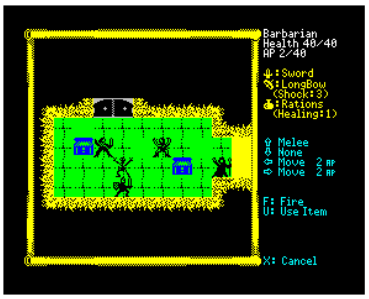


This game was originally released as „Enterball" for the Enterprise Computer, but has also been ported to the Spectrum. It is a lot like Breakout or Arkanoid, but with some twists: The ball enters the playfields from the sides, the next level is achieved when a certain tile is destroyed, and the extras don't fall from above, but are contained in a small extra section that is only accessible for a short time.
Even with those changes it is not an entirely new idea, but still a nice conversion that is fun.

Jet Set Willy – The Nightmare Edition

(Andy Ford, Daniel Gromann, Ian Rushforth, Stuart Brady)
Enough has been said about Jet Set Willy. That game was a bummer when it was released, but that was 35 years ago. The Nightmare Edition brings some slightly changed graphics, but is still the same game in principle. It has also not improved much – the sound is annoying and already the first screen contains a bug. If you hit that invisible object, you'll lose a life – Help!

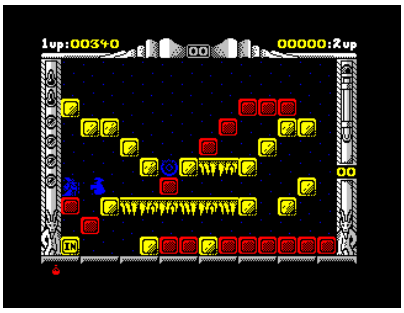
Descending Dungeons (James Broad)



Since I discovered role playing games some years ago, I tend to understand what they are all about. This game really brings across the basics very effectively, because of its simple structure. You control four characters with different strengths and hit points. Whatever you do uses up energy, be it taking something, fighting something or only moving about. You need to use the different strengths of your characters to fight your way through the dungeon. This in no way means frenetically moving about, because the game is turn-based. You play your characters until all your action points are used up, and it's your opponent's turn. Ideally, you destroy all the enemies before they can even move. Various chests give a steady supply of stronger weapons and potions that hurt the enemies even more.

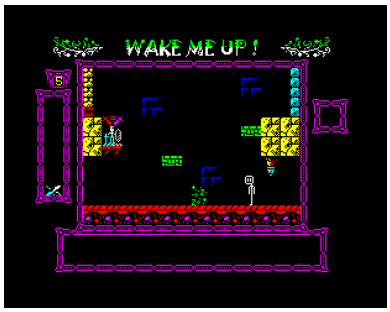
Graphics are simple, the sound as well. After "Wanderers" that has already been featured here, this type of game is probably out of date, because there is no such thing as real-time action. Still, there is a lot of charm to this game, even if you need quite some time to move all your characters through the rooms. A nice entry-level RPG.

Spherical2016 (Mod von Rafal Miazga)



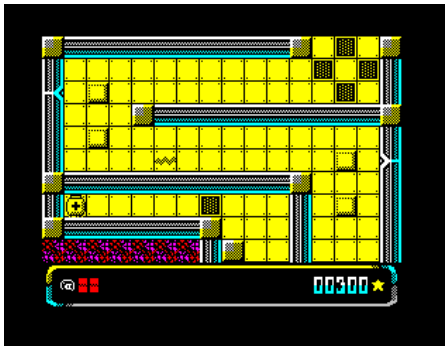
A relatively new trend is refurbishing older games. This is probably going to happen even more once the Spectrum Next is released. The 1989 Rainbow Arts original game has you not only collecting all items you find, but rather help a Magic Ball to reach its proper destination. To make this happen, you can summon and disintegrate wall blocks. You would typically stop the ball in its tracks first, and remove that road block only after the way to the destination is properly prepared. Graphics have been slightly improved; the main change was adding 128K game sounds. Still a nice game that I apparently missed in 1989.

Wake me up (J.B.G.V.)



J.B.G.V is a steady regular in our yearly retrospectives. His games are always graphically unpretentious, but full of good ideas. The present game is about the awakening of a super hero. After the humorous intro we enter a typical platformer, jump, and collect stuff, but interrupted by small built in minigames. For a simple test, they appeared a bit too heavy, but were looking promising. The main character is a stick man, but animated well, the rest is simple, but good enough. Promising entertainment, on the other hand: We already have plenty of platform games.

Castaway (Juan J. Martinez)



We already have enough jump-and-run games, but these still seem to be a bit more fun. The little space man in this game jumps across obstacles and enemies, evades traps and must find some treasure eventually- The game is quick, well animated, cleanly programmed and with fine graphics. Technically nothing to criticize, but still the idea is not much to write home about. Still a good game, even without sound.

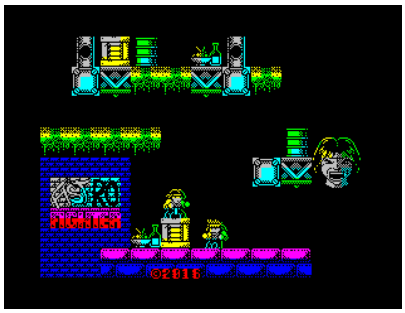
Seto Taisho vs Yokai (Alessandro Grusso)

There's one thing that Alessandro Grusso is doing well: his games are multi-lingual and now he is even starting to support various disk systems. A pity I can't seem to make friends with this specific game. You control a Japanese fighter who must destroy various creatures using his staff. You can walk left and right, jump, and extend your staff in the direction, hoping the enemy will run into it (which he tends to do). The game is no challenge and there is not much to do with only one type of stabbing. You cannot stab up- or downwards, let alone diagonally. This feature is definitely missing here. Nice things about the game are the colourful fine graphics and the in-game sound, but I'm missing quite a bit of gameplay.

Dark Castle (Kas29)

I have seen this idea implemented before, but this realization is well-made: you find yourselves in a dark castle and need to find the exit. The point is: you only have one single match per room that you can light for a short while to find the exit. While that match burns down you must find the exit, and memorize it. The levels increase in difficulty, but you can re-do a level with a new match when you fail. Further challenges are a time limit, wandering ghosts and traps. The music fits well, the graphics are pretty and the game is challenging. Really fun!

Fist-Ro Fighter (Retrobytes Productions)



There's been no beat-'em-ups for quite some time.

Unfortunately, this one doesn't really do a good job. The game is colourful, graphics well-made, the baddies look good and are well animated, but with limitations: There are nowhere near enough possible movements: Exactly one single punch. I guess there is no single beat-'em-up that offers less. You can collect power-ups here and there, but that doesn't make much of a difference. The sound offers some beating effects that are mostly annoying. Please try again.

Husband Chores (Sebastian Mihai)

Well, the times when a man had the single task of taking the garbage out are long gone. Today, we got a plethora of tasks and this game covers some of them. You must keep the house clean, fight against clogged toilets, overflowing garbage cans and dirt piles growing in your backyard. Unfortunately, the plunger (for the toilets) and the shovel (for the dirt piles) are stored on the top floor and the doors to the staircase open and close constantly. Sounds interesting – but isn't. A talented graphical artist could have elaborated the idea, but as it happens, we have a nice idea and a half-baked implementation. It starts with non-changeable control keys: X, Z, and M – No joysticks supported. The graphics are tiny, even if there is quite a bit of unused screen real estate – The graphics could easily have been made larger and more detailed. Finally, the game is difficult enough to play without the opening and closing doors to make it even more frustrating. The beeping is annoying, and there is no music. I do have a large amount of respect for this game – I could never program something like it myself – but I must be fair: This game simply isn't fun. A pity…

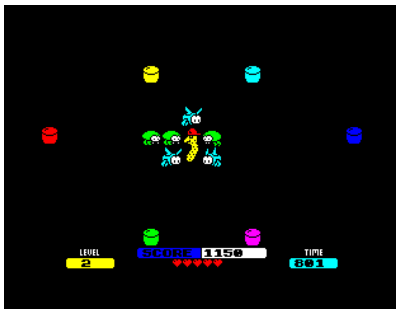
Invasive Species (The Death Squad)

We know Willy the Wasp quite well from two editions ago. Now, there's a new challenge (well, not new, yet again the world (or is it only Britain?) must be saved from a new, proliferating species. Put out your sting and destroy 'em! Nah, not that quick: I occasionally managed to sting a baddie without being hurt myself, but mostly not. Missing a guide, I couldn't really manage to play it – frustrating. The scene is limited to a small area of the screen, the sprites are well-drawn and the game is well-playable and simple, but: that thing with the sting doesn't really work. So, before you are frustrated and give in, rather stay away from it completely.

Lupo Alberto (Gabriele Amore)

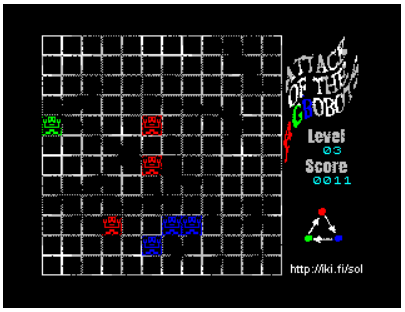
I am sorry: I would really like to play an excellent game again, but these days I don't seem to be lucky. "Lupo Alberto" is a typical platformer, but a bad one. The animation is jerky, the gameplay confusing and the graphics blocky. Music is not present. The controls work, which doesn't really help, because the obstacles need to be passed in exactly the way the programmer intended to. Apparently, you must jump on a bubble emerging from a trench, and in such an exact way that you don't touch the water but only the bubble. A funny bear tries to hamper that by constantly trying to nudge you into the trench. Honestly no fun, especially with that jerkiness.

Thunderturds 2 (The Death Squad)



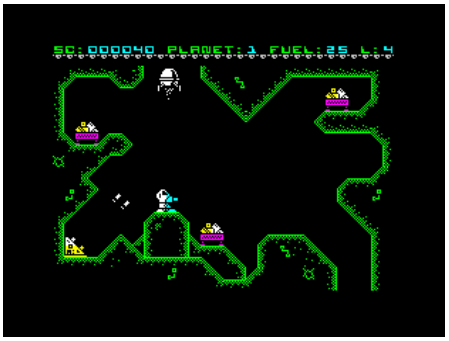
Nothing against small, funny games. In this game, you must trigger several buttons in the right order. Which ones should be known to any Spectrum user. The small creatures that you must avoid make this a bit more challenging. Touching them only depletes your energy, small errors aren't punished so badly. Graphics are simple, the game is fast. Not bad for the odd in-between minute, but not much of a challenge.

RGBOBOTS (Jari Komppa)



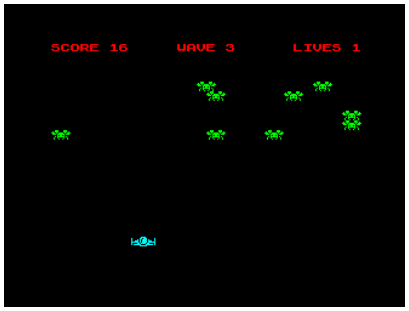
Jari Komppa is one of the more industrious programmers and had a nice idea here: This game is about hitting an ever-increasing army of robots. The player occupies fields, if a robot occupies these, it can be hit if he has the proper colour; green beats red, red beats blue, blue beats green. But pay attention, this is also true the other way around. If you have the wrong colour, the opponent might hit you, thus moves need to be made with a bit of thought. The game has simple graphics and no music, only sound effects. Those are, however, quite well-made, especially the malicious laughter once you lost, giving you enough motivation to have just one more go.

Deep Core Raider (Paul Jenkinson)



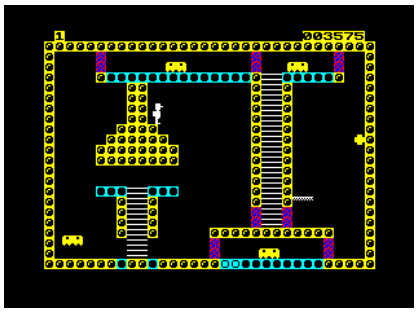
Paul probably belongs to last years' most famous authors and his games have been regularly included with scene*. This title could make it, too. You manoeuver a space ship through a labyrinth of caves, your rockets only move you upwards, downwards movement is by gravity only. And that's the tricky part: sometimes you'd like to descend faster than gravity will pull you. Timing is essential here. Controlling the space ship that moves in a pixel-perfect way across the landscape is quite fun. Graphics are all right, maybe a bit boring. Sound is there, music as well. The game is very playable, the challenge just about the right amount of tricky for many hours of fun.

Lamega (Rikokun)



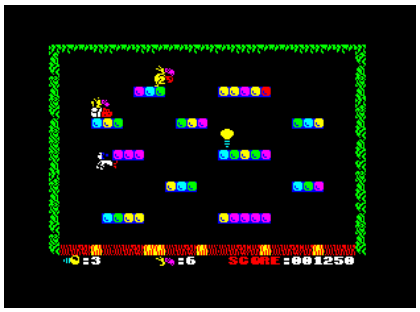
A small shoot-'em-up, anyone? OK, you'd better choose another one. "Lamega" is best described as a variant of Space Invaders, except that shooting is slow and the aliens move in erratic crisscross patterns around the screen. It's absolutely not about skill when you accidentally master a level here, because it's entirely random whether you hit the baddies or not – which is quite against the common assumption of what a shoot-'em-up is supposed to be. My Speccy could just as well calculate by RND whether I should win or not. After all, the baddies don't shoot back (they'd better not)

Mr. Vintik (Termojad)



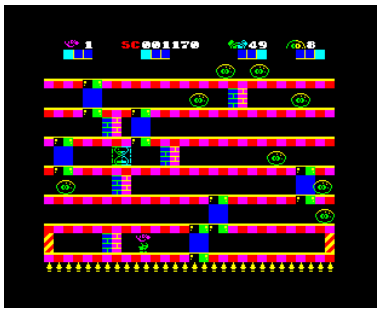
Generally, I quite favour tools like AGD, but on the other hand they put a lot of relatively bad games into being (including my own, never published for fear of embarrassment, games). But this specific game proves you can achieve quite a lot using AGD. The game wants you to move across certain fields to colour them. There are, obviously, enemies who try to hinder you, but also extras that make the task easier. I liked the exact control, the balance between challenge and frustration (highly motivating) and the surprise effects that tend to happen at least in the first levels. Enemies that really chase you across the playfield, as well as force fields that destroy the baddies, once touched. Even if the graphics are simple, the sounds are rather second class (and music is entirely missing), the game is simply fun to play, which is what really counts.

Good night Kanga (Gabriele Amore)



A Kangaroo and a monkey… No, this isn't Kangaroo and Donkey Kong in one single game, but makes me think of a new idea… But about the game: Little Kanga wants to sleep, but the lights are too bright. So, they need to be boxed off – But show up in another place. The baddie is a monkey who throws strawberries(?) or will drop weights on you. Apparently, you can bash the ape as well, but I didn't manage to do that. Touching the monkey, the berries, or anything the monkey throws, causes you to lose a life. But any new light can make you gain one. Parents tend to know it's not that simple to make your kids sleep. The game comes in two versions, with or without music. The music, however, doesn't fit very well with the game, which is annoying, so I preferred playing without the music. Graphics are slightly below standard, but good enough. Lastly, there's simply not enough variety in the game for long-term motivation, but for the odd minute.

Bubble Frenzy (Gabriele Amore)



Another game by Gabriele, but an entirely different one. The bubbles must be destroyed. Fortunately, there's pointy pikes on the lowest level that can destroy the bubbles, so quickly remove the floor plates, and guide the bubbles to their ultimate destination. You must think strategically here. Mind the time limit and, obviously, better not touch the bubbles! Graphics are well-made with a very funny and colourful main character sprite. In-game music is a catchy tune and fits the game well. The task is challenging, but doable, controls and collision detection precise. In short: Good game, fun!

Magical Tower Adventure Mini Version

(Timmy)

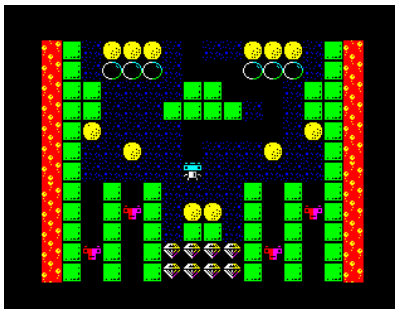
The denomination "mini version" hints there might be a full version someday. Quite entertaining and doable is this version already. You fight your way through rooms, collect keys that open doors to other rooms and finally hopefully reach the exit. Special attention is put to the fights. The characters have different strengths, hit points, and attack points that indicate the amount of damage they can cause. Then there's weapons points and defense points and something else I couldn't quite figure out. You often must defeat enemies that block your way. It might be important whom you charge first, sometimes engaging the larger enemy might reward you with some healing, that allows you to kill the smaller one – If you started with the latter, you won't make it on the larger one afterwards. I suspect you can find items that reward you with additional hit and attack points, but I couldn't find any during the test. Still an interesting game. Graphics and sound are simple, but the task is challenging.

The Dark (Oleg Origin)

Games by Oleg Origin are sparse, but something special. We have all heard rumors of Doom or Doom-alikes for the Spectrum, but rarely seen something tangible, more than simple tech demos. But this one… This game drops you into a maze, you must find the exit and fight all the monsters.

Technically, this game is impressive, it's fast, colourful, and thrilling. Even if it must be said the Spectrum is not the most ideal device for excessive 3D adventures, this game shows much more than has been considered possible some years ago. It's more of a demo showing the Spectrum's capabilities, but still a playable first-person shooter. (You start off with a trident as a weapon). A must-see, if it also had credible sound, I would be entirely fascinated – still a delightful demonstration of what's possible.

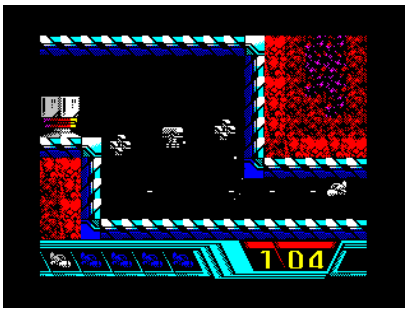
Tourmaline (Denis Grachev/Retrosouls)



A Boulder Dash clone was the first that came to mind, but this game is more. Whoever doesn't know the concept of Boulder Dash yet: Dig a tunnel on-screen and collect all the diamonds. Rocks embedded in the ground will fall as soon as you remove the earth below them. A pity if you currently stand below them. The baddies are defeated the exact same way: drop a rock onto them. Blocked pathways can be opened using bombs – That's all you need to know.

The game has good graphics (but I was wondering why the Nirvana Engine wasn't used for multicolour) and very good gameplay. The game is fast-paced and the levels are well-made, exactly the right mix between managing your joystick-skills and solving tricky puzzles. Additionally, some funky sound. In short: Denis once again managed to impress me.

Vallation (Tardis Remakes)



A strategic shoot-'em-up like Cybernoid would be a short description of this one – Although this is not entirely fair to Cybernoid. Vallation contains well-made graphics, soft animation, sound, and tricky enemies. But it doesn't quite reach up to Cybernoid with its variation of weapons. Otherwise, this is really close and

an overall in-order game. But no hit, unfortunately.

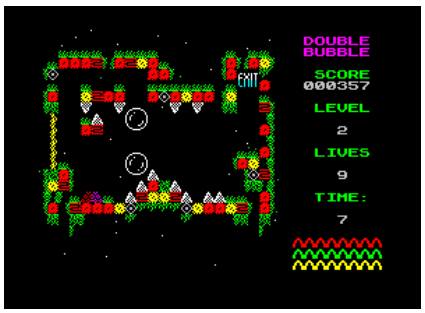
Quiztron 48000 Series (Jari Kompaa)

It's getting a bit scary how many games can be published by one person in a year. This quiz game comes with a number of different rule variants, as well as four different question topics – Sports, Science, Entertainment and Miscellaneous. So, four games in one; in fact seven, to be precise, as some of the topics come in several variants. But, down to the game: You're given a question along with a choice of four different answers, so you simply choose the letter of the answer you think is right. There is also a multi-player mode for up to four players; each player has their own set of four answering keys. There's a variant that asks a question from each player in turn, or another where all players get the same question and the fastest to answer wins. The questions are really quite difficult. All it's missing is an Editor to enter your own questions – hopefully there's one in development as we speak. There's not much to the graphics, sound is unique but rather annoying. Perhaps it will motivate you to use your Spectrum at your next Trivial Pursuit party.

Flame Princess Adventure Time (Radastan)

I've heard recently we don't have enough video game heroines – so it's about time for a princess to involve herself in an adventure. That alone doesn't make a game a hit, unfortunately. Neither do the good graphics, fast and precise game play or appropriate sound effects. A game is bound to be a hit once it stands out from games of the same genre or does something significantly better than others – unfortunately I can't see anything like that here. You evade the baddies, collect keys, and unlock doors. In-game music is missing completely, and some screens make it hard to see what happens because of an unfortunate choice of colours. Technically, there's nothing wrong with this game, after all, it is based on a Mojon Twins engine, and this is as well-made as its predecessors. Bluntly speaking: superfluous.

Double Bobble (Miguelitelo)



Thrust was the first game to force the video game player to deal with gravity. Double Bobble adds a new dimension by adding a second object you must take care of. You pick that object up by touching it with your own bubble and must navigate it through a maze of pointy obstacles. You can imagine what's going to happen if either your own bubble or your payload touches one of these…
Graphics are nice, the star animation in the background a nice effect. There's no music in the game, both the intro and the "game over" screens are accommodated by a bit of beeper melody. This game is also based on Arcade Game Designer, which really makes me wonder what else is possible with AGD. It's still not going to be a super hit, it's a good to mediocre game that hasn't much to criticize, but not really amazing.

Captain Rescue Trilogy (Stephen Nichol)

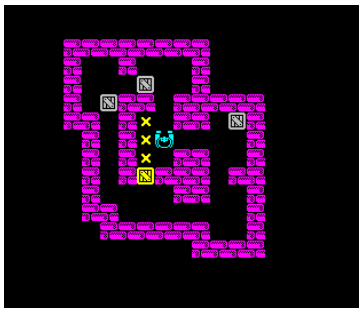
We have discovered a full trilogy of this game series and have looked into all three of them: „Captain Rescue", "Captain Rescue: The Escape" and "Captain Rescue: Reprisal". Mainly a straight-forward platformer, we suppose it's been made using "Platform Game

Designer". The main principle is all the same: jump through the rooms, collect items, and don't let yourself be caught by the baddies that move in constantly repeating patterns. Nothing new since "Jet Set Willy". An interesting thing is the development throughout the three games – in the first game the sprite isn't even animated, starting with the second game you can shoot, but need to find ammo first. Graphics are simple, no music, sounds are alright. This game would have been good in 1983, today it is still better than my own exercises with Platform Designer, but still not really good. But you can see how the developer is improving.

Car Wars (salvaKantero)

The roads becoming increasingly dangerous is not really newsworthy. In "Car Wars" you should hold back quite a bit at the beginning – you don't have any weapons and so it's better to evade the baddies. You can collect coins to access further levels, obtain a workshop to upgrade your car, etc. So, there's quite a bit in this game. Control is simple, and collision detection precise - which is useful, because sometimes it's really tight around your car. Graphics are colourful and very well done - the hidden cannons seem to be intentional. In-game music is not the least bit annoying and the game is entertaining, even after having played it for some time. I would have opted for some save points within the levels, because replaying a whole level because you fail at the very end can be annoying (But isn't that the specific charm retro games have?). This game, too, is based on a Mojon Twins engine, overall impression is still very positive. Have a look at it. Will only run on 128K, though.

BillyBox (Baptiste Bideaux)



We continue our world tour, next stop France. Honestly, this game could come from any country of the world. It is a Sokoban clone, you must push boxes around until they reach their intended destination – You can only push the boxes, not pull them, so it's easy to get stuck in a situation where you cannot go on. Tricky thing, that, but, as I said already, I have seen this game concept just too often, even the levels seem to look similar. Graphics are not specifically elaborate, nothing new in the sound area. The only notable thing with this game – it's been made in France. I still hope there's more to come from there, it's a start at least. Everyone who doesn't happen to have a Sokoban clone already, or not enough of them, can obtain a clean, functional version from here.

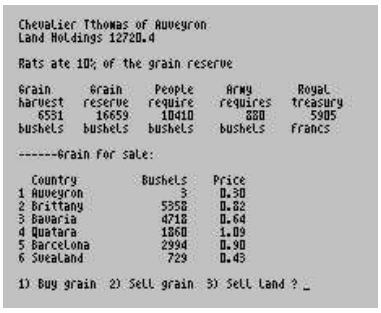
Angry Birds – Opposition (Kas29)

The „Angry Birds" have been around for more than 10 years now, and were the subject of many funny games. Whether this specific conversion is available for other computers as well, I don't know, what I do know: we're onto the birds now. The game play is simple: The birds enter the screen from the left, flying across the screens, pigs from the bottom must shoot them with a cannon. If you hit more birds than make it to the other side, you win. It's pretty easy in the first level, but then the cannon is put in a different place and the birds start to fly faster and further away.

The game is played with one single key only (shoot). Shooting sounds are nice, any further sounds would only annoy us. The game is very

simple, but there is something to it that simply makes you try another one. Kill kill…. Do not disturb, I must try just one more time...

Empire (Jim Grimmwood/Alvin Albrecht)

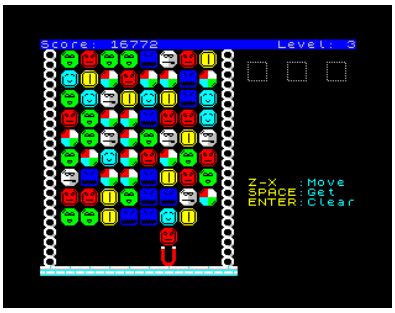


Empire is a port of a TRS-80 game. Jim Grimmwood started it, Alvin Albrecht improved it further, changed the font and improved the game speed. We are talking about a text-only strategy game. You trade goods, fight battles, nourish your population, collect taxes and tolls, build windmills and, towards the end of the game, palaces. You raise to power by building a certain amount of specific buildings, obviously, the ultimate target is to be declared Imperator. There are no graphics in the game and no sound either. Such games amaze me nonetheless, even If I think I have seen similar ones quite a few times. One interesting feature is the multiplayer option for up to six players, that I only tried for a short time. I was a bit annoyed by the lack of a manual, I needed some time to figure out that you must press “0” after the menus to continue. Whoever likes to play such strategy games is guaranteed some hours of fun with this game.

Sewer Rage (The Death Squad)

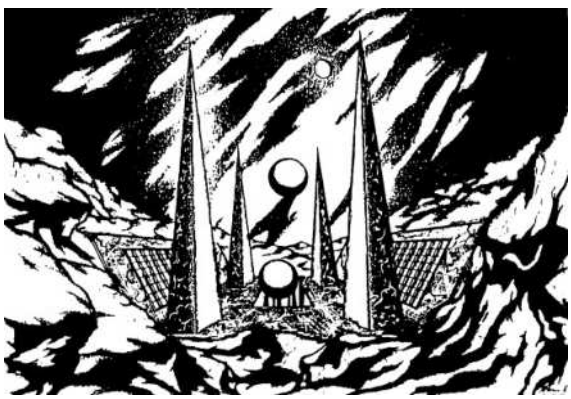
Pipe workers can get pretty angry when creepy little critters constantly disturb their work. This game is about constructing a pipe by pushing the segments into the correct position. Quite a few little baddies are constantly getting in the way though, and it’s quite impossible to get rid of them – once you bash one out of the way, a new one shows up. So, the strategy is to lure them away from your workplace, be quick and return to build the next segment. The game is graphically nice, but nothing special. The fast pace and cool 128K sound deserve a mention, though. Sadly, a certain lack of variation and challenge makes the whole thing a bit boring pretty fast. But, for the odd in-between game, quite nice.

Zoomblox (Fabrizio Zavagli)



It’s always nice to see some new faces showing up in the programmer community. This puzzle game has you attract three blocks of the same colour using a magnet. Once you manage to do that, they will dissolve. Over time, new blocks appear and get closer. The target of the game is to keep them at a distance. Luckily, there are joker blocks that combine with any colour. In case there is absolutely no way of going on, you can dissolve one or two blocks, at the cost of a completely new row of blocks appearing.

The principle of the game is somewhat new, but we have seen similar before. Still, I am pleased with it and look forward to new ideas and block types being incorporated. The game is kept quite simple, graphically nothing special, music is entirely missing and sound effects rather low level. The game, however, is easy to pick up and quite enjoyable. Fans of Tetris et al should definitely have a look at it.



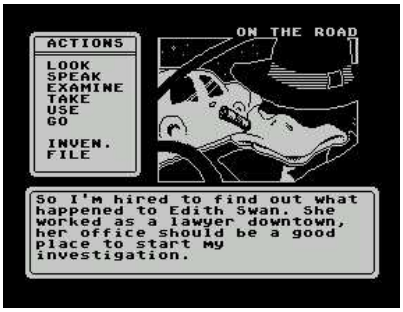
Retro Quest:

Los Pergaminos de la Sabiduria (4CLRC Soft)

The game engines available for the Spectrum have always been an attraction to new programmers, "Arcade Game designer" and the "Churrera-Engine" by the Motion Twins are worth mentioning. The latter one was used here, which is quite noticeable. Generally, the engine is superb, everything works as designed (which is also the case for AGD, BTW). Once the time saved in development is actually invested into proper level design, the outcome can be a good game, but generally speaking, innovation is reduced with such engines. "Retro Quest" is, like many others, a platform game that has you jump through rooms and collect items. The tasks are quite difficult, but doable. The graphics are colourful (sometimes a bit too much for my taste, very often you wonder whether a certain object is something you can simply pass through, is dangerous and costs you a life, or even is a collectible item. I had a laugh with some cameos, like the ghosts of Pacman showing up in one level. Fans of platformers will have some fun here, because the balance between challenging and impossible is just right here. I found it a bit boring though, unfortunately.

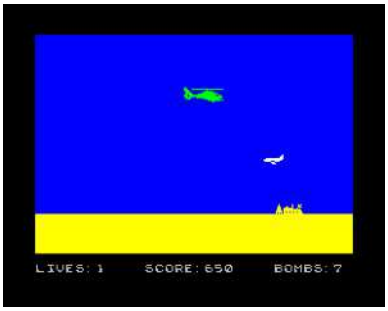
Sam Mallard –

The case of the missing swan (Ersh)



Game testing can be quite a tedious and boring task, especially when there is a lot of new software, but rarely something new. This game comes in at the right moment, an adventure game. Generally, this genre seems to be declining a bit, but this game is a bit different. First, it's not a pure text adventure, because it comes with quite a lot of pictures, second, you don't need to enter your commands as text, but are offered a menu. That is not really new and has been done in quite a few games already, but not so much on the Spectrum. The game provides quite a bit of atmosphere, maybe looking a bit too simple on first sight. The possible commands which are quite sparse, are performed through the menu after all, but you still encounter puzzles that are not that easy to solve. Graphics are monochrome but well-made, sound is not present. Recommended to anyone who likes to solve a tricky detective mystery.

A yankee in Iraq (Ast A. Moore)



Directly after the previous highlight, a thumbs-down for this next game. A chopper, constantly shooting at the same plane sprite and throwing bombs onto targets on the ground, it's even worse than it sounds. Indeed, this game is simply slow, jerkily animated, with the simplest imaginable graphics and minimal in-game sound. This game looks like a 1982 game but was actually written in 1990 and re-discovered. It really should have stayed hidden.

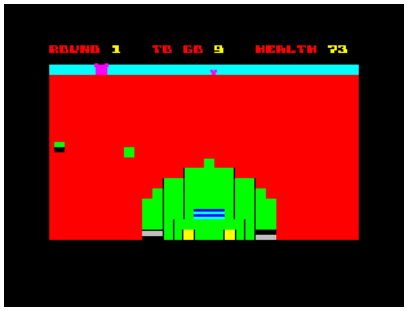
Air Apparent (Stephen Nichol)

Another attempt at a shoot-'em-up, which is somewhat better at least. You control a chopper patrolling an urban area (later in the game changing to caves) and you either have to shoot your way through or evade the enemies. Different to other games that force you into shooting to level up your weapons, you are free to walk the more peaceful path here and evade the baddies. Ammo is limited, but can be collected from the screen. There's a choice of simple shots, shields and smart bombs that destroy all enemies on the screen.

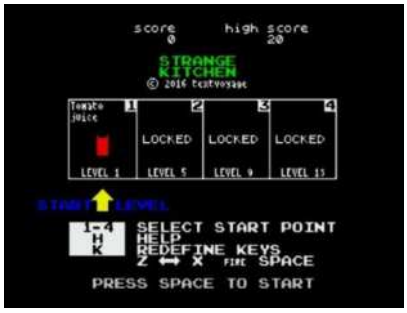
The game is not particularly fast-paced, but fast enough. Well-programmed, collision detection is precise and the chopper is easy to control. Graphics are monochrome and not really rich in variety, but levels are ample. Sound is limited to a short 48K sound track in the end screen and shot beeps during the game. But is it fun? Well, not really, it gets a bit boring quickly. While a game that doesn't put impossible challenges on you may be appreciated, here you can (as a normally skilled joystick wielder), easily run through the whole game without losing a life, because you are able to keep focused on the game thanks to the repeating patterns of enemy attacks. Attacks can easily be evaded, even the SAMs start so early that you'd need to be committed to suicide to get yourselves killed by one of them. Technically well-made, but not recommended.

Ferret Buster + Chunk Zone (Gabriele Amore)

Who wants to hunt ferrets? Get in the car and load your guns, then. Fans of "3D Death Chase" should have a go at this one. "Ferret Buster" gives you two types of missiles – One to destroy rocky obstacles on the road, the other to shoot the ferrets. The game starts at a pretty fast pace, but once you engage the turbo, you can impress yourself by what a 3.5MHz Spectrum (whaaat? Next users?) is capable of. Not that I managed to hit a lot of ferrets… I still took the challenge and tried repeatedly. The game is graphically well-made, no high-res graphics, but keep in mind the obstacles must be scrolled in at high speed. A game like "Chunk Zone" where the vehicle is a tank and comes without radar. I found "Ferret Buster" marginally better. Both can be considered demos showing fast-paced graphics rather than games that keep you busy for hours. Still, you should have a look at them.



Strange Kitchen (Neal Rycroft)



You probably never cooked a menu like this. Only the proper ingredients may go into the pot, otherwise… Game Over. Indeed, this is a shoot-'em-up, but different. Ingredients fall from the top, you should let the proper ones pass and shoot the rest. Don't tell me your way of cooking is different? The game is easy to understand, but still challenging to a the extent that you won't succeed first time. Graphics are relatively simple and there is some room for improvement here and there (explosions and the somewhat jerky attribute scrolling). Still a lot of fun, definitely recommended, even if the exploding sounds are a bit annoying.

*

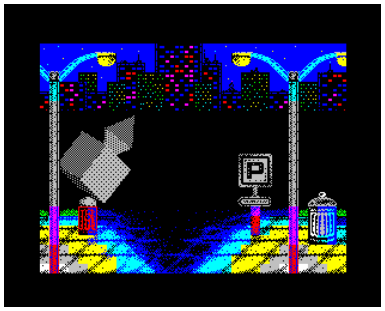
Now we have reached mid 2016's games, but still no end in sight. Out of 89 games released we still must cover 32. Very few I did not mention, either because they simply turned out too bad, or they

didn't work properly – But I had a look into all of them. Before I run out of space we will turn to demos now, and leave it for the next issue to cover games after September 2016.

DEMOSCENE

The battling between AAA and others is carried out with a gazillion demos that have one party arguing with the other. We refrain from covering such demos here because this bashing contradicts the basic ideas behind demos and most of them aren't even mentionable because of their otherwise low quality. Fortunately, there are still some really good releases:

Tailwind (Gembaboys)



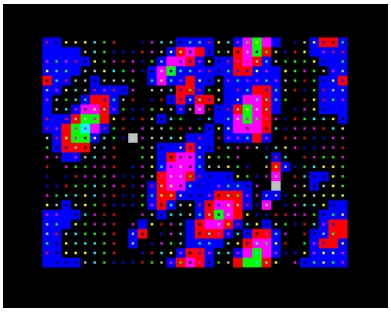
The merger of most Czech and Slovakian demo coders into „Gembaboys" usually present their works on the yearly „Forever" demo party in Slovakia. This elaborate demo was presented there as well. Its name represents the current situation (minus the bashing activities) pretty well, the Spectrum is really experiencing some tailwind currently. This demo was one of the most outstanding in 2016.

As usual, a number of colourful effects is shown with mentionable synchronization with the music. No really new ideas, but technically very well made.

Rain (Life on Mars)

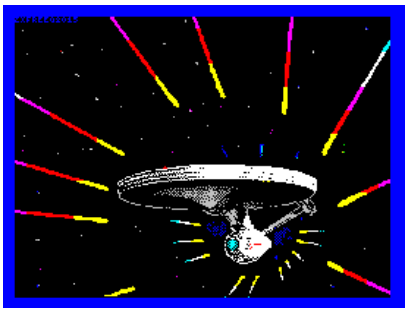
Rain was already featured in the last Scene+. The demo relies on one single effect only, but the rain that makes a figure appear is particularly well made and the atmosphere is just right. A really good demo.

On Fire (Denis Grachev)



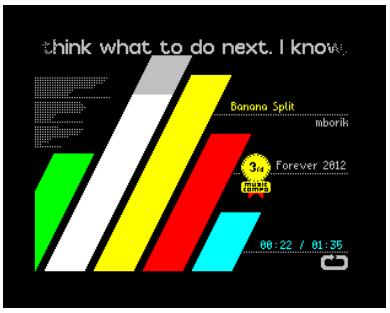
Denis Grachev is known for his vast amount of games, now he's also produced a demo that was released on the Russian Multmatograf Party (ranked 3rd). The demo is short and colourful. The sound is reminiscent of Spectrum demos from the 90s, but is still enjoyable. Effects are well made and blend in with the music. Doesn't blow your mind, but worth viewing.

Star Trek 50th Anniversary Slideshow (ZX FreeQ)



Is it really 50 years ago that Star Trek debuted on TV? Awesome. The celebration demo isn't really what you would call programming mastery. The scroll effects are jerky, and even if the music is worlds apart from what I could make, it doesn't really compare with the quality of other artists. Pictures are badly digitized, you really must be a real Star Trek fan to enjoy this.

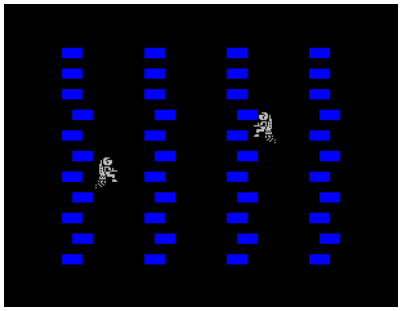
GemBand (Gembaboys)



After the party is before the party? Well, no. After the party, first all party songs need to be compiled into one compilation. The Gembaboys took this task and built a demo consisting of all the music produced by their members. The songs are good, but even more impressive is that all of them fit into 128K of memory, plus a nice presentation including a VU-meter and

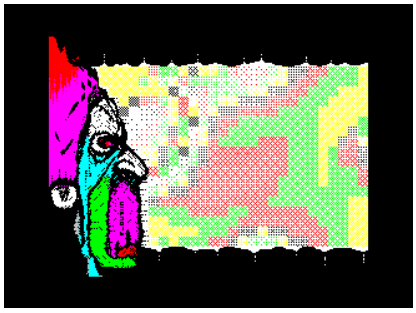
text scroller. Get your loudspeakers out, 1.5 hours of music are waiting for you.

In the future (Hooy-Program)



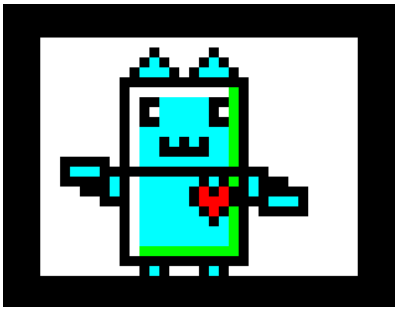
Welcome to a new form of demo: The Karaoke demo. This one has no amazing effects, but a perfect combination of picture and sound. »Hooy-Program« featuring "Gasman" enters the annals of Spectrum history as the first boy group. The demo contains a real ear worm accompanied by the text on screen, pictures illustrate the story. The downside of the demo: You can't get that song out of your head! It might take me a while to memorize the text (I can't read the screen fast enough), but I'll manage. Gotta sing just one more time! A hit!!!

RelaXed (Denis Grachev)



Demos apparently are to Denis' gusto, and this one is of a new quality. Full screen multicolour ef fects including extended border fashion a brightly coloured presentation. Yet again the music is fine-tuned to what goes on on the screen. Perfect demo, maybe a bit short, but very well made. Keep them coming, Denis!

Awards (G0blinish)



This demo is about awards. Quite funny, Denis Grachev's new toy, for example. Effects are well made, but generally nothing new. Sound is nice and fits the screen action. Overall, a demo that has all it needs, but still it didn't blow me away.

Break Space (The Super)

Quantity instead of quality is not a term that fits The Super, in most years they release only one single demo, same this year. They present some effects here I have never seen before: nothing I considered impossible, but sometimes it is the idea that counts. Accompanied with super sound effects that fit the demo perfectly. The best is, as always, at the end - be surprised. Top class!

Sosochi2016 (Hype Allstars)

Always a pleasure to read names you rarely heard before. After "MMCM" last in 2015 the Hype Allstars once again showed up at Chaos Constructions and respectably ranked 4th. The demo doesn't bring magnificent effects, and really nothing new, but tells a nice story and is enjoyable to watch. Fills the odd hour.

Cbet (Denis Grachev)

Obviously, this new demo coder from the games scene couldn't sidestep programming something for the most famous Russian demo party (Chaos Constructions). He ranked 3rd there. The demo contains a matrix effect and nice multicolour effects. A bit repetitive, but at least there is a fulminant ending. Worth watching.

Enmnm (Noby + TDM)

The two Gemba boys Nobi and TDM made sure that not only Russian teams were present on the Chaos Construction. However, with a short mini demo only, so nothing to crow about. The demo mainly shows a scroller with animated background, which has been kind of a standard since the 90s. It's the Olympic idea, however: at least be present. The sound by TDM is worth listening as always, however. The demo can be seen here: https://www.youtube.com/watch?v=hSjE5II4xFs

Rainbow (GDC)

The demo scene always welcomes new names, so meet GDC (whatever that is supposed to mean) from Poland. The music is probably not to everyone's taste, but fits what is happening on the screen. No magnificent new effects, but colourful pictures and animation. The Wow-Effect at the end is missing, there's only a simple scroller. Short, entertaining amusement.

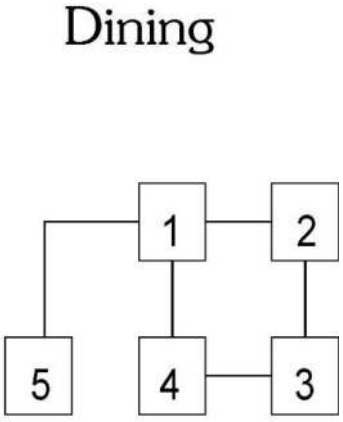
GAMING SOLUTION »DINING«

Hello friends of the well-kept adventure!

You do not want to believe what you come across when browsing in various media. In the past, I've already introduced you to one or two small adventure games, but what I found today breaks all records. The adventure is called "Dining" and comes from an unknown author, at least I couldn't find any sources to help you here. The program was written with the "Quill Adventure System" and my solution has the incredible number of 5 locations !!! You have to treat yourself first. It is a typical representative of the so-called "search the secret item and bring it to the right place" adventure. In addition, you have the handicap that you can only carry one object. Well, that should not interfere with the size of the game too much. As the name

suggests, the "Dining Room" is the place to be. Now all we have to do is find the right item. A number of other items contribute to the confusion of the player, but you need absolutely nothing for anything with a few exceptions. Actually, we come with three items quite comfortably around.

But first again the locations and objects of my attached plan:



01) In a hall / coat, deerstalker hat
02) In the kitchen / torch
03) In the dining room / apple, sharp knife
04) In the lounge / television, key
05) In the cellar / safe, jewel

And that´s it.

And here the solutions with as few moves as possible:

We start....In the hall,

INVENTORY (we own a walking stick),
DROP STICK, E (we see a torch),
S, TAKE APPLE, W (we are hungry),
EAT APPLE, TAKE KEY, N, DROP KEY, E, TAKE TORCH, W, LIGHT TORCH,
DOWN (here is a safe),
DROP TORCH, UP, TAKE KEY, DOWN,
UNLOCK SAFE (there is a jewel),
DROP KEY, TAKE JEWEL, UP, S, E

not worth publishing a solution, but I thought of the unknown creator, who has finally come up with something. So it should also be appreciated accordingly I think. So here you will find the corresponding plan (so that everything has its completeness).

Until the next adventure.

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